

GAMES & EVENTS	DESCRIPTIONS
1-2-3 Net	1 BB on par 5's, 2 BB's on par 4's, and 3 BB's on par 3's.
3-2-1 NET	3 BB on par 5's; 2 BB on par 4's; 1 BB on par 3's.
Alternate Shot	2 person game. Both players tee off, pick best shot and the other player hits next shot. Continue alternating until all 18 holes are played.
Assigned Holes	4 Person team game: 2 best balls net combined on each hole. Each player is assigned four holes where that player's score must be one of the two used.
Best Ball Odd & Even	One Net Best Ball on even holes, and 2 Net Best Balls on odd holes.
Cha-Cha-Cha Net	Foursome game – 1 net best ball on hole #1, 2 net best balls on hole #2, 3 net best balls on hole #3; 1 net best ball on hole #4, etc etc etc. Repeat for 18 holes
Chapman	Two person team. Both players tee off. Then each player hits the other player's ball for the 2nd shot. The team then selects one player's ball to play. The other player hits the 3rd shot. Then players alternate shots until the ball is holed. Use 1/2 of combined handicap.
Christmas Golf & Lunch	Golf game is typically a Santa Scramble. 1/4 of combined handicaps. It's all in the name of fun this day! Lunch & meeting to follow golf.
Club Championship	Gross score competition. Pairings within flights.
CottonVerde	Four person teams made up of CLGA and PVLGA members. The game is played on holes 1-9 of Cottonwood and holes 10-18 of Palo Verde. Host league will decide the game played. Luncheon following game at host league's restaurant. Hosting rotates between CW and PV.
Cottonwood Combo	2 par 3's, 2 par 5's, and 5 par 4s are counted for the game. Use 1/2 handicap.
Criers Net	Throw out the worst 3 holes and take a 'par' on each one of those 3.
Cross Country	Best net of 1 or 10, 2 or 11, 3 or 12, 4 or 14, 5 or 13, 6 or 17, 7 or 16, 8 or 15, and 9 or 18. ½ handicap.
Eclectic Round 1	Two round tournament. Round 1 - straight stroke play. Hole scores carry over to Round 2. Pairings within flights. Net game.
Eclectic Round 2	At end of Round 2 stroke play, select better score for each hole between Round 1 and Round 2. Pairings within flights. Net game.
Even Holes	Count strokes only for even numbered holes. Use 1/2 handicap.
Fewest Field Shots	This is score minus your putts. Putts are strokes made with putter <u>after</u> ball is on putting surface.
Fewest Putts	Counted putts must start from a position on the green. Shots made with putter from off of the putting surface do not count as putts.
Just for Fun	Only the Par 4's count for the score. Use pops on scorecard to determine net score.

Four Ball	Match play foursome. The A & D players compete against the B & C players. Lowest partner net best ball wins the hole.
Guess Your Score	Guess your score before play begins.
Half and Half	1-9 Net and 10-18 Gross. Pairings within flights. Pay Gross and Net.
Handicap Tournament	Individual Net Tournament. Full Handicap.
Hard Nine	Gross score on the nine lowest Ladies' Handicap holes - Subtract 1/2 handicap.
Hate Holes	Before teeing off, pick 2 holes you hate. Subtract the score on these two holes from your total gross score - subtract full handicap (Score = Gross Score minus selected two holes, Total minus full course handicap)
Just-4-Fun	Score for par 4's only. 1/2 handicap.
Ladder Net	Four person Team. 1 Best Ball on hole 1; 2 BB on hole 2, 3 BB on hole 3, 3 BB on hole 4, 2 BB on hole 5, 1 BB on hole 6, etc...repeat.
Lone Ranger Net	Play your own ball. Add the best ball to the Lone Ranger all for team score. Player A is Lone Ranger holes 1,5,10 & 14; Player B is LR on holes 2,6,1 & 15; Player C is LR on holes 3,8,12 & 16; Player D is LR on 4,9,13 & 17. On holes 7 & 8 use 2 best scores.
Match play Tournament	Flighted, net score competition. # of flights determined each year by the number of entrants. 2-person single elimination competition. Members will schedule their own remaining matches after the first round. A hole is either 'won' by a player, or 'halved' by both (tied). Once a player is 'up' over competitor by more holes than are left to play, the match is over. IE: up by 3 holes with 2 holes left to play, match is over, and final score is 3-and-2.
Member/Guest	Member invites a guest to play. Many activities on the schedule. Lunch follows play. Each player must have an established handicap.
Mish Mash	Team game. Holes 1-6 scramble; Holes 7-12 two net best balls, and Holes 13-18 total putts. 1 drive minimum on scramble holes.
Modified Best Ball	1 net BB on Par 4s and Par 5's; 2 net BB on all par 3's.
Mutt and Jeff	Total net score of all par 3's and par 5's. Pay Gross and Net.
Nassau	1 point for Best Net 1-9 (front); 1 point for Best Net 10-18 (back); and 1 point for Best Net 1-18 (total). Pairings within flights.
Net Plus Putts	Add up net score; add putts to it = total score.
Odd Holes Only	Count net strokes only for odd numbered holes. Use 1/2 handicap.
O-N-E-S Net	Count net strokes only for holes that start with O or N or E or S (#1, #6, #7, #8, #9, #11, #16, #17, #18)
Partners Tournament	Two weeks of competitive play with a partner. This event is called "Member/Member" at many clubs. Scoring = net better ball of the two Partners.

PICO	PICO is short for PaloVerde, Ironwood, Cottonwood, Oakwood. Foursomes are made with a member from each of the four clubs. Host club rotates between CW/Ironwood, and Oakwood/PV. Day of play aligns with host club's day (CW/Ironwood = Thurs; Oakwood/PV = Tuesday).
Points	Individual point game by flight. Player is awarded 1 point for each net par, 2 points for each net birdie, 4 points for each net eagle and 8 points for a net double eagle.
Pro's Choice	Pro will set game for day.
Putts with a Twist	Add 1 to Net score for every 3 or more putts per hole.
Round Robin	Holes 1-6 A plays with B and C play D, Holes 7-12 A&D and B&C, and 13-18 A&C and B&D
Santa Scramble	1/4 of combined handicaps. Lunch follows golf.
Scramble	4-person scramble. All drive, select best shot, all hit from there, select best shot, all hit from there, repeat until a ball is in hole. 1/4 of combined handicap for team.
Select-a-drive	All players tee off on every hole and select the best drive. Everyone places her ball at this location and plays her own ball until it is holed. Full handicap.
Solheim Cup	Holes 1-6 Alternate Shots, Holes 7-12 4-Ball, Holes 13-18 Match Play. The most holes won in the match wins 1 point for their team.
Stableford	Players are awarded points for net scores as follows: 3 for birdie, 2 for par, 1 for bogey. High score wins.
Step-side Scramble	This is a regular scramble except the person whose ball is selected for each shot may not hit the next shot. 1/4 of total handicaps.
Ts and Fs	Count strokes only for holes that start with T or F (hole #2, #3, #4, #5, #10, #12 #13, #14, #15). Use 1/2 handicap.
Ts and F's Modified	Play your own ball. On holes starting with a T or F, use 2 net BB. On the other remaining holes, use 1 net BB.
Two Best Ball - Net	Submit score for two best balls played in foursome.
Two Person Scramble	Team A plays a regular scramble, and Team B plays a regular scramble.